FACTACTICS™

TRIVIA GAME

USER'S GUIDE

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Welcome to FACTACTICS

Want to show off your knowledge of sports, music, movies, TV . . . ??

How about learning a few new intriguing facts??

Like to challenge your friends to a game of knowledge AND strategy??

Want to pass some time in a challenging solitaire trivia game??

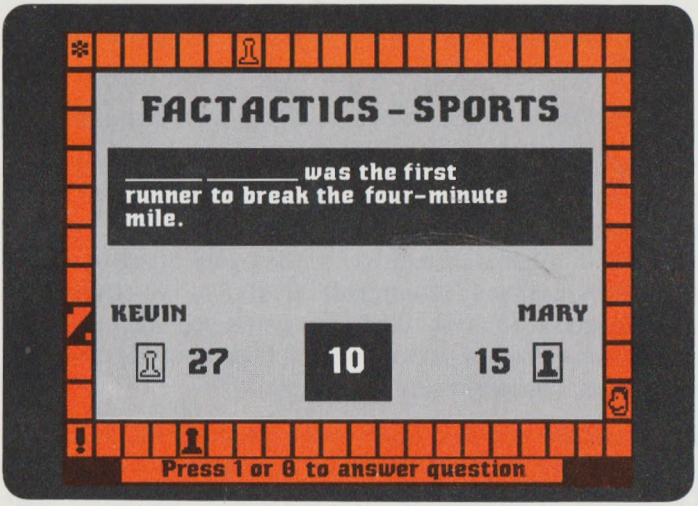
CONGRATULATIONS! You've found the right trivia game!

FACTACTICS is a trivia test, but it's much, much more. You'll learn interesting new tidbits while testing your knowledge in a whole variety of different fields. You'll pit your wits in a game of strategy against your home computer, or against your friends. Best of all, you'll control all the options. You get exactly the game you want to play, every time — from a straightforward trivia game to one that is complex, challenging, and strategic.

You select the question topic. In the general FACTACTICS game, you can pick Sports, Music Potpourri, Rock & Roll, TV, Movies, Americana, or "The Big Mix" — questions from all the categories. The four specialized game packages let you challenge yourself with a whole disk full of sports questions, or questions from the world of entertainment, music or Americana.

FACTACTICS is not difficult to learn — most people pick up the rules quickly and easily as they play. The program will prompt you for what to do and when you need to do it. This Users' Guide gives more complete information about program features and options.

Let's take a look at a game already in progress:



The markers that will advance around the board when Kevin and Mary answer questions correctly.

The Wise Guy. He advances each time a question is asked, whether or not a player answers it correctly. The game is over when the Wise Guy gets back to the home square.

The countdown timer. Kevin and Mary each use a signal key (#1 or #0) to stop the timer as soon as one of them knows the answer to a question. The question is worth the number of points remaining on the timer.

A Bonus Square. The player who lands on a bonus square gets the first chance to answer the bonus question, and gets double points for a correct answer.

A Flip-Flop Square. A player who lands on a Flip-Flop has the option of changing places with the other player or the Wise Guy — if the Flip-Flop question is answered correctly.

A Freeze Square — It freezes the Wise Guy for one question turn, when a player or the Wise Guy lands on it.

Enough about Kevin and Mary's game. Let's get on with YOUR FACTACTICS game! First, let's get the FACTACTICS disk up and running on your home computer.

Loading the FACTACTICS disk into your home computer

APPLE II, II+ IIe, IIc: Place the FACTACTICS disk in the disk drive, turn on the monitor and computer, and press the CAPS LOCK key.

ATARI: Turn on the disk drive and wait for the red light to go off. Place the FACTACTICS disk in the disk drive. Turn on the monitor and computer.

COMMODORE 64: Turn on the computer. Place the FACTACTICS disk in the disk drive. When you see "Ready" on the screen, type LOAD "*", 8 and press RETURN. When you see "Ready" again, type RUN and press RETURN.

IBM PC, XT, or jr: Follow the instructions that came with your FACTACTICS disk.

You're now ready to run the FACTACTICS program!

TO SELECT OPTIONS press the SPACE BAR until the category of your choice is highlighted, then press RETURN.

TO EXIT the program during play: press (CTL) Q. This returns you to the main menu.

Selecting a game

FIRST, select the category of questions you want to answer. You can choose to answer questions in any of the specific topic areas or pick the Big Mix category, which draws questions from each of the other areas.

Now answer the questions as they appear on your screen:

HOW MANY PLAYERS? 1 or 2

If you're playing alone or with a group of people who want to cooperate as though they were one player, answer "1".

If you're competing with a friend or have two teams, answer "2".

ENTER NAME OF PLAYER

You can use any name up to ten characters long.

DO YOU WANT A TYPING TIMER? yes or no

If you would like to restrict the amount of time a player has to type in an answer, say "yes" to this option. If you would prefer to let players take all the time they want, say "no".

SELECT TIMER SPEED: slow, medium, fast

This option only applies to people who selected a typing timer.

SELECT GAME:

There are three different ways to play FACTACTICS. Each uses the same set of questions, but includes different strategy options.

"JUST THE FACTS" is a straight game of speed and accuracy. You gain points simply by answering the trivia questions correctly.

"FACTS PLUS TACTICS" adds three "special squares" to the board — Bonus Squares, Flip Flops, and Freeze Squares.

The "CUSTOM GAME" — when you want to custom-tailor the game.

If you select the "Custom Game", you'll need to make the following choices:

WISE GUY ADVANCES 3, 4, or 5 squares per question

A LARGER number makes the Wise Guy move ahead faster. This produces a shorter game, and makes it more difficult to beat the Wise Guy back to the home square. A SMALLER number makes the game last longer by slowing the Wise Guy down.

DO YOU WANT BONUS SQUARES? yes or no

DO YOU WANT FLIP FLOPS? yes or no

DO YOU WANT FREEZE SQUARES? yes or no

How the game works

1. A QUESTION appears on the screen. The blanks in the question are just as long as the words that correctly fill them. To answer the question correctly, you must fill in the blanks with the words that makes a complete, correct statement.

2. Press a signal key to STOP THE TIMER just as soon as you think you can answer the question.

   If you're playing solitaire, press any key and the timer will stop automatically.

   If you're playing against an opponent, the player whose name appears on the LEFT side of the screen uses the number 1 key to stop the timer. The other player uses the number 0 key.

The question is worth the number of points remaining on the timer.

3. WHOEVER SIGNALS FIRST gets to answer the question.

4. TYPE YOUR ANSWER SLOWLY AND CAREFULLY, following these rules:

- Remember that EACH BLANK IS AS LONG AS THE CORRECT ANSWER. If the answer is a first AND last name, for example, you'll see two lines, each as long as the name you should enter.

- USE NUMBERS WHEREVER THEY ARE APPROPRIATE. You would *usually* type "5" rather than "five." Type the letters of the word "Five", for example, ONLY when they're part of a name — like "The Dave Clark Five."
- DON'T WORRY ABOUT CAPITALIZATION, PUNCTUATION, OR EXTRA SPACES — the program will overlook these aspects of the answer.
- USE THESE ABBREVIATIONS:

  UNITED STATES = US
  LOS ANGELES = LA
  "New York" is usually written out because that's the way it's spoken.

- For some sports questions, you may be expected to give a team name AND its home city. (Teams have moved around from time to time!) For example:

  "The winners of the 1969 Super Bowl were the NEW YORK JETS."

- Minor typos or spelling errors may be forgiven. Dates and other numbers, and words shorter than 5 letters must be spelled correctly.

5. PRESS THE "ENTER" KEY WHEN YOU HAVE FINISHED TYPING YOUR ANSWER. If you selected a typing timer, the border around the countdown timer will fill in with color while you are typing your answer. You must finish typing and press the "enter" key before the border completely fills with color.

6. IF YOUR ANSWER IS CORRECT, YOUR GAME PIECE WILL ADVANCE on the board, moving ahead by the number of points on the big timer, and another question will be asked.

7. SUPPOSE YOU ANSWERED INCORRECTLY. If you're playing solitaire, you just go on to the next question, as the Wise Guy pulls ahead.

If you're competing with someone else, however, YOUR OPPONENT GETS A CHANCE TO ANSWER THE SAME QUESTION, for the same number of points. The program will prompt you for who answers, and when.

8. If the countdown timer runs all the way to zero, the FACTACTICS program will give you a CLUE — the letters of the answer, in scrambled order.

After you see the clue, the timer will begin to count down again. Signal when you have an answer, type in your answer as usual . . . but if you get it right, you'll only get half-credit. (You did have a clue, after all.)

The game ends when the wise guy passes the home square. TRY TO BEAT THE WISE GUY BACK TO HOME SQUARE. If you do, you achieve the rank of "Whiz Kid", and the Hall of Fame will record your accomplishment. You can keep playing, Whiz Kid, and rack up points until the Wise Guy finally does get to home square.

You can use the Bonus Squares, Flip-Flops, and Freeze Squares to help improve your score and beat the Wise Guy back to the home square. You can cooperate with your opponent to improve both your scores, or you can try to really beat your opponent BIG! It's all up to you . . .

YOU'RE READY TO PLAY FACTACTICS! ENJOY!

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